

QUANTIC DREAM BECOMES THE FIRST FRENCH VIDEO GAME STUDIO EQUIPPED WITH DOLBY ATMOS®



@ Aurélien Baguerre (Lead Audio) et Julien Braconnier (Lead Tools)

Watch the latest Hot Tech video presenting Quantic Dream's new Sound Studio: <https://youtu.be/5v-wYKpArR4>

After the production of *Detroit: Become Human™*, the most recent of the studio's iconic games, and following the arrival of a new generation of home consoles, Quantic Dream wanted to develop its infrastructures in order to offer players a immersive, innovative, and ever richer gaming experiences.

With this in mind, Quantic Dream has completely reinvented its recording and mixing studio, to comply with the requirements of a Dolby Atmos 7.1.4 system. Adding Dolby Atmos technology to the studio will allow for high-end, bespoke experiences, while fully integrating with popular market software such as Wwise and FMod. These new installations provide great flexibility, and open the possibility of recording multiple sounds, from sound effects to voice-over, or even fully mixing any type of audio project in Dolby Atmos.

Transforming entertainment, Dolby Atmos places sounds all around players with three-dimensional precision, so that they can react faster and more accurately. Players are immersed in a more intense experience, which offers crystal clear, hair-raising. The clarity of the information transmitted opens up a new field of possibilities for players, in terms of both feeling and analysis. Whether playing through headphones, a compatible TV, sound bar or home theater system, the addition of Dolby Atmos to the gaming experience provides a unique audio immersion for gamers.

"We decided to aim for the most innovative and recent format on the market, so Dolby Atmos seemed to us the best choice for the years to come", declares Aurélien Baguerre, Lead Audio of Quantic Dream. *"Dolby Atmos adds a new dimension to sound and transports the listener to the heart of the action, providing the optimal listening experience for the player."*

Javier Foncillas VP Commercial Partnership Europe, Dolby, adds: *"Dolby has a solid track record of immersive entertainment, whether in film, television or music. As the video game industry continues to grow, gamers demand more immersion. They want premium and extraordinary experiences. That's where Dolby Atmos comes in, providing gamers with a competitive edge."*

France is one of the largest markets in Europe for video games, with new consoles and ever more realistic and immersive games. Dolby technologies are establishing themselves as the standard, both for consumers and for game manufacturers and publishers.

About DOLBY LABORATORIES

Dolby Laboratories (NYSE: DLB) is based in San Francisco with offices around the globe. From movies and TV shows, to apps, music, sports and gaming, Dolby transforms the science of sight and sound into spectacular experiences for billions of people worldwide. We partner with artists, storytellers, developers, and businesses to revolutionize entertainment and communications with Dolby Atmos, Dolby Vision, Dolby Cinema, and Dolby.io.

Dolby, Dolby Atmos, Dolby Vision, Dolby Cinema, Dolby.io, and the double-D symbol are among the registered and unregistered trademarks of Dolby Laboratories, Inc. in the United States and/or other countries. Other trademarks remain the property of their respective owners.

About QUANTIC DREAM

Founded in 1997 by David Cage, Quantic Dream is an independent video game design studio specializing in original experiences based on interactive emotion. Quantic Dream builds bridges between media through prestigious collaborations with artists like David Bowie, Elliot Page, Willem Dafoe, Clancy Brown and Jesse Williams. The unique experiences offered by Heavy Rain™, Beyond: Two Souls™ and Detroit: Become Human™, have conquered millions of players around the world and won over 250 international awards. They have made a significant contribution to the recognition of interactive art in video games.

Becoming an independent publisher in 2019, Quantic Dream supports video game creation and independent authors, by offering them its expertise, its means of production, the necessary funding and access to international markets and their audiences.

For more information: <http://www.quanticroam.com>

Find Quantic Dream on:

Twitter: [@Quantic_Dream](https://twitter.com/Quantic_Dream)

Instagram: [@QuanticDreamGames](https://www.instagram.com/QuanticDreamGames)

Facebook: [OfficialQuanticDream](https://www.facebook.com/OfficialQuanticDream)

YouTube: [QuanticDreamOfficial](https://www.youtube.com/QuanticDreamOfficial)

Twitch: [quanticroam](https://www.twitch.tv/quanticroam)

Quantic Dream official eshop: <https://shop.quanticroam.com/>.

Heavy Rain™, Beyond: Two Souls™ and Detroit: Become Human™ ©Sony Interactive Entertainment Europe. Heavy Rain™ is a trademark of Quantic Dream. Beyond: Two Souls™ and Detroit: Become Human™ are trademarks or registered trademarks of Sony Interactive Entertainment Europe and are used under license.

Quantic Dream and the Quantic Dream logo are trademarks of Quantic Dream SA.

Dolby, Dolby Atmos, Dolby Vision, Dolby Cinema, Dolby.io, and the double-D symbol are among the registered and unregistered trademarks of Dolby Laboratories, Inc. in the United States and/or other countries. Other trademarks remain the property of their respective owners.